ISSUE 14

The

CHAINGUN ISLAND

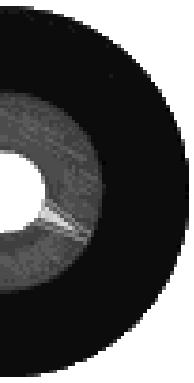
zine

FEATURING SKYLAR TONIGHT

PARENTAL ADVISORY
EXPLICIT CONTENT

TECKHEAD GOES TO COLLEGE

THE BLURB



Issue 14, squeaky clean! I've been movin' 'round a lot recently! Ya see, I got some advice a while ago about ways to spread my hot new SINGLE! Well… it ain't so NEW now, I let it loose MONTHS ago! Anywho, I was talkin' to my buddy Virgil 'bout boostin' the numbers for ISSUE ZERO, 'n he told me to "take to the college circuit." I was gonna ask him what that meant, but then he had to take an important phone call. Takin' that advice, I rode on over to the first college that popped up when I looked up "colleges" on-line, MIAMI UNIVERSITY! I've been TRUCKIN' all around this sun-beaten campus peddlin' my tunes AND my ZINES to all the unsuspectin' FRATBOYS! What more, I've been meetin' all kinds-a ECLECTIC musicians here! I even managed to wrangle one for long enough so I could INTERROGATE 'em! Isn't college AMAZIN'?! I feel like Rodney Dangerfield in that one movie… uh… I forgot the title… OH WELL. Strap on yer backpack 'n get ready to CRAM 'cuz 'ol TeckHead's goin' BACK TO SCHOOL! Ohhhh, that's what it's called..

TECKHEAD INTERROGATES
Skylar Tonight

TH: Gettin' right into it, what's yer favorite retro videogame?
ST: Oh Shit, I'd have to go, gut instinct, Super Mario World.
TH: Oooo nice! I have that one myself back in the dumpster!

TH: So… why do you play the music you play?
ST: I've always resonated with synth-pop, there's some kind of primality (I dunno if that's even a word) to it. It's the rhythm and the melody of synth-pop that when combined creates this really primal sense for me, it's weird, it speaks to my inner neanderthal. It's weird because you'd think it would be futuristic. It can be classy, but I'm more into distinct rhythms and chaos.

TH: Yeah, my buddy Virgil's talked about how great synths are but I don't think he's ever used the word PRIMAL before!
ST: Yeah! Most synth people wouldn't.
TH: Unless you're DEVO!
ST: DEVO's a great band.

TECKHEAD INTERROGATES
Skylar Tonight

TH: Alright. What's the WEIRDEST place you'd wanna play a gig at?
ST: You know like if you go across a bridge over a creek?
TH: There's a few-a those on campus!
ST: Yeah, I wanna hook up some electrics and have people on the bridge above me.
TH: Very COZY!

TH: What would you consider your MAGNUM OPUS?

ST: Shit, probably… I have a song called "I'm No Fun" from my first album "Running Into Darkness".
TH: I saw your album at Everybody's Records!
ST: It's at Spiral Groove too!
TH: My 'ol STOMPIN' grounds!

FEAST YER EARS ON THE UNCUT INTERVIEW ON THE WEBSITE!

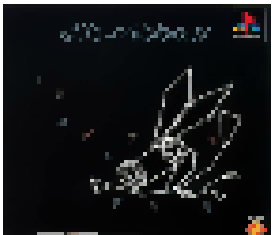
TECKHEAD'S GAME DU JOUR

Vib-Ribbon - Sony Playstation

"*Screetch*!" Durin' my time on campus, I got X-POSED to a metric BUTT-load-a EXOTIC videogames from the foreign kids. They told me that I just HAD to give this jawn a try! Anywho, Vib-Robbon's this ULTRA-simple rhythm game where you control this bunny-thing that jumps, skips, n' skates around generated thingamabobs all to the tune of... whatever CD ya want! I love it when games let you put yer own CDs in! But yer probably wonderin', "TeckHead, how does that work?" Well, SUPPOSEDLY, 'cuz-a how SIMPLE the game is, the maniacs at NanaOn-Sha figured out a way to cram the WHOLE game into the PlayStation's memory bank. Every CD track creates a new level to play through, so really, the game can be as HARD as ya want. Throw in some Emperor for a totally HELLISH level or throw in some Miles Davis for a laid-back time. Personally, I like to play through Morphine albums, it just feels right to me. All-in-all, I give this vivacious vectre-lined videogame 4 OUTTA 5 TeckHeads! Why the FRESH HELL did they not release this in the US?! I know plenty-a people here would've EATEN THIS UP!

Developer:
NanaOn-Sha

Publisher:
Sony Computer Entertainment



Released:
1999

Odbal's Pick

The Mad Magazine Game

Heh-heh-HEY boisengoils! It's time for an Odbal Pick!

I tell ya, all this tourin' TeckHead's been doin' lately's really bringin' me down! First he hikes it across the U.S.A. 'n then he hikes it ALLLL the way to OXFORD, OHIYA! This ZINE stuff's really goin' on, eh? When I'm singin' the blues, there's ONE thing that always puts the PEP back into my step! MAD! When I saw this boardgame pokin' outta a garbage can, I was OVER-DA-MOON! I dragged it back 'n made Virgil play it with me! Ya see, it's a lot like Monopoly, but instead it's all BACKWARDS! Ya gotta LOSE all yer dosh 'n best of all... THERE'S NO STRATEGY! It nearly made Virgil BLOW his helmet off! When I passed Alfred E. Neuman 'n made Virgil take the $1,329,063 BILL, that was the END-a THAT! He stomped off into his workshop 'n didn't talk to me for the rest-o-the-day! Whatta game!

A pretty ODD BALL Odbal Pick, eh?

Producer:
Parker Brothers

Year:
1979

Cassetta's Flick

Hell Asylum - 2001

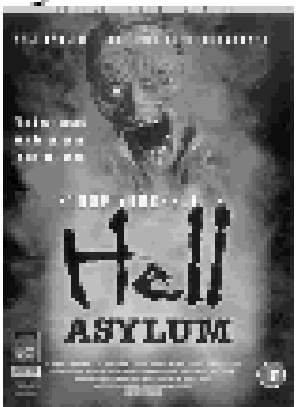
Good evening, Ladies and Larries. Another month, another hair-brained trip for Tracky (He actually asked me this time, however), another mediocre horror flick. In fact, this flick is about as mediocre as it gets. The film tries to satirize the reality TV boom by having some loser pitch a show about six hotties surviving a haunted asylum. The film painfully tries to deconstruct numerous horror movie clichés, but then cuts to a scared woman running around in her underwear. I will say this though, the practical gore effects are pretty impressive and there are some moments (like that mind-blow of an ending!) that were genuinely interesting. Such is the way of mediocrity.

I'd say give this flick a chance if you have nothing else to watch.

This flick has a staggering amount of nu-metal songs in it too. Make of that what you will.

Genre:
Slasher Horror

Runtime:
72 Minutes



Director:
Danny Draven

Writer:
Trent Haaga

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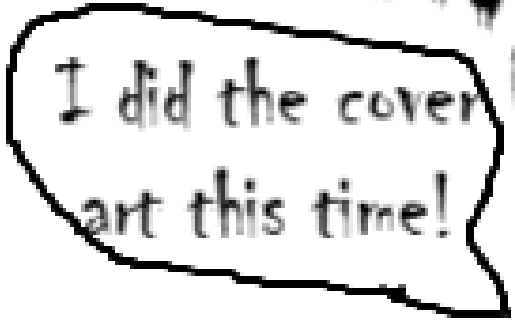
8-Track TeckHead

8-TrackTeckHead

That's it. Show's over! Thanks for readin' 'n...

KEEP IT ECLECTIC!



a chaingun island production